



Hyper Redundant Mechanism in **3-D space** (>16 DoFs)

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$$\begin{aligned} \alpha(n,t) &= \begin{cases} \beta_h + A_h(n)\sin(\theta_h) \\ \beta_v + eA_v(n)\sin(\theta_v + \delta) \\ \theta_{h,v}(n,t) &= \Omega_{h,v}n + \omega_{h,v}t \end{cases} \end{aligned}$$

Compound Serpenoid Curve

Model three-dimensional biologically inspired snake-like motions with inplane as well as out-of-plane motion

Biology



Control Template

A model of a behavior that "contains the smallest number of variables and parameters that exhibits a behavior of interest".

Lower Dimensionality (in **3-D space**) **Planar** Limbless **Biological Locomotor** use low-dimensional models to represent and subsequently study various aspects of biological motion control

Lower Dimensionality (in **2-D** space)

Heuristics for lowdimensional motion design for snake robots from biological control templates intuition, enhancing pre-existing capabilities as well as designing entirely new behaviors

Extension from robotic compound serpeniod curve to biological compound-wave control template Compound-wave **Control Template**

A biological means to better model and examine the 3-D behaviors exhibited by limbless locomotion systems





How Compound-Wave Control Alleviates Hyper-Redundant Control Complexity